

# One Page Advanced Squad Leader

## Rally Phase

One broken unit (without a leader present) may attempt Self-Rally in your half of the turn

All broken units (both sides) with a leader may attempt Rally (DR ≤ morale, with leadership DRM)

If DM (Desperation Morale) = +4 to die roll, then marker removed if not in Open Ground

Roll of 12 on Rally check = Casualty Reduction (Squad → Half-Squad, Half-Squad removed, SMC Wounded - 1-4 marker, 5-6 dead)

May attempt to fix broken weapons (per counter)

## Prep Fire Phase

Fire Groups = adjacent to each other, all with Line of Sight

Mandatory Fire Group = one attack allowed from a hex to a hex

If keep Rate of Fire on MG (ROF # on counter or less on colored die) = may fire again at full strength

Point Blank Fire = doubled

Long Range Fire (double range) = Area Fire (half strength)

Opportunity Fire = personnel designated to fire (no move); fire at full strength in Advancing Fire Phase

Cowering (roll doubles, no leader) = down one column (two columns if inexperienced); marked with Final Fire if during Movement Phase

Encirclement (two opposite or three non-contiguous hexsides, sequential attacks; no exit from upper level building) = -1 morale, +1 to fire, x2 MP to leave

## Movement Phase

4 MP for MMC, 6 MP for leaders/units stacked with leaders for entire move (heavy weapons may reduce)

2 MP to enter building; 1 MP to use stairs

Stacking = 3 MMCs plus 4 SMCs

Assault Movement - announced, one hex, some protection from fire

Double Time = +2 MP (+1 if announced during move); has effects on combat; can't Double Time 2 turns in row, removed after own next Movement Phase

Road bonus = +1 MP if start, end and entire move on road (not through smoke, etc)

Dash (across a road to a location with cover) - no enemy at destination; Area Fire in road; stop on other side

Bypass building = 1 MP; in Open Ground if fired upon at hex vertex

### Defensive Fire

*First Fire (one time, full strength)*

*Subsequent First Fire (one time, half strength, no farther than closest in-LOS enemy unit)*

*Final Protective Fire (unlimited # of times, half strength, adjacent only (Point Blank), roll is Morale Check for firing unit)*

FFMO (First Fire, Movement Open) = -1 DRM

FFNAM (First Fire, Non Assault Movement) = -1 DRM

Leaves Residual Fire (1/2 initial strength) through Movement Phase (no residual if keeping ROF)

MG may leave Fire Lane = 1 column left; (alternate) Hex Grain; uses all ROF

## Defensive Fire Phase

May Fire any units not already fired (full strength)

May Final Fire units with First Fire marker (adjacent; half strength/Point Blank)

## Advancing Fire Phase

Units which have not fired yet may fire at half strength

## Rout Phase

Must rout if in Open Ground or adjacent to unbroken enemy unit

6 MPs; to nearest building/woods; no closer to Known Enemy Unit; Unbroken leader may accompany

May leave the building/woods you start in; may continue to rout in contiguous buildings/woods

Will surrender if encircled and adjacent to enemy unit

May voluntarily break and rout if in LOS

May Low Crawl (one hex) or risk Interdiction (morale check in open ground if unhindered normal range LOS)

## Advance Phase

One hex; may enter enemy hex and begin Close Combat

## Close Combat Phase

Check for ambush if advanced into building/woods (no existing Melee); causes Close Combat to be sequential with modifiers

May assign SMC to MMC (else can be attacked alone)

May attack one, all or some

Compute all odds and modifiers (attacker first), then roll

< DR = kill; = DR = Casualty Reduction

If both sides survive, Melee (no movement or fire; may be reinforced)

## Other things

Snipers (rolling opponent's Sniper Activation Number)

Heat of Battle (rolling snake-eyes on Rally or morale check) - may cause Berserk, Heroes, Battle Hardening, Fanatics, Surrender

Close Combat Withdrawal (rolling snake-eyes or boxcars on CC resolution)

Weapon Breakdown (rolling boxcars when firing) - MG only in this scenario

Captured Equipment - ROF -1; Breakdown -2

Russian Commissar - other units' Morale +1; ignore DM during Rally; lower quality (then Casualty Reduction) if fail Rally